

ISHIHARA et al.
Serial No. 09/866,541

a game information storage medium for storing data indicative of the information recorded on said plurality of game cards; and

a game machine including a processing system for executing a game program, said game program including instructions obtained from each of said plurality of cards.

64. A game system according to claim 63, wherein said reading circuitry is operable to read data from a two-dimensional dot array recorded on each of said plurality of cards.

C1 65. For use in a video game system for playing a video game using a plurality of game cards, said video game system including reading circuitry for reading information from said plurality of game cards, a game information storage medium for storing data indicative of the information recorded on said plurality of game cards, and a game machine including a processing system for executing a game program, a plurality of game cards comprising:

a first game card having graphical information embodied thereon for graphically depicting game related information and having encoded thereon a first set of program instructions for execution by said processing system; and

a second game card having graphical information thereon graphically depicting game related information and having encoded thereon a second set of program instructions for execution by said processing system, wherein at least said first game card and said second game card must be read by said reading circuitry to enable said processing system to execute said game program.

ISHIHARA et al.
Serial No. 09/866,541

66. A plurality of game cards according to claim 65, wherein each of said first game card and said second game card include a two-dimensional dot array recorded thereon.

67. A method of operating a game system for playing a video game using a plurality of game cards, each card including a graphical image and recorded information, said game system including reading circuitry for reading information from said plurality of game cards, a storage device for storing a first set of program instructions, and a processing system for executing a game program, said method of operating said game system comprising:

executing by said processing system said first set of program instructions stored in said storage device,

CI reading recorded information from said plurality of game cards,

storing said recorded information from said plurality of game cards in a memory in said game system, and

executing instructions from each of said plurality of game cards.

68. A method according to claim 67, wherein said storage device for storing a first set of program instructions is embodied in a card reading module, and said processing system is embodied in a hand held housing, said card reading module being removably connectable to said hand-held housing.

69. A method according to claim 67, further including:

determining whether a sufficient number of cards have been read to execute instructions obtained from said plurality of cards.

ISHIHARA et al.
Serial No. 09/866,541

70. A method according to claim 67 further including:
rearranging the order of stored information read from said plurality of cards.

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71. A method according to claim 67 wherein the recorded information read from said plurality of game cards includes program sequence data and the method further includes rearranging the order of stored information read from said plurality of cards based on the program sequence data.

72. A method according to claim 67 wherein the recorded information read from said plurality of game cards includes total program amount data and the method further includes determining whether a sufficient number of cards have been read to execute instructions obtained from said plurality of cards based on the total program amount data.--